## ModalDialogCallback + modalDialogResult() BaseComputer::UpgradeOperation # m parent # m newPart # m part # m selectedMount # m selectedTurret # m selectedItem # UpgradeOperation() # ~UpgradeOperation() # commonInit() # finish() # endInit() # gotSelectedMount() # gotSelectedTurret() # updateUI() # checkTransaction() # concludeTransaction() # selectMount() # showTurretPicker() # modalDialogResult() BaseComputer::BuyUpgrade BaseComputer::SellUpgrade Operation Operation # m theTemplate # m downgradeLimiter # m addMultMode + start() + SellUpgradeOperation() + Buy UpgradeOperation() # checkTransaction() # checkTransaction() # concludeTransaction() # concludeTransaction() # selectMount() # selectMount() # ~SellUpgradeOperation() # ~BuyUpgradeOperation()

+ start()